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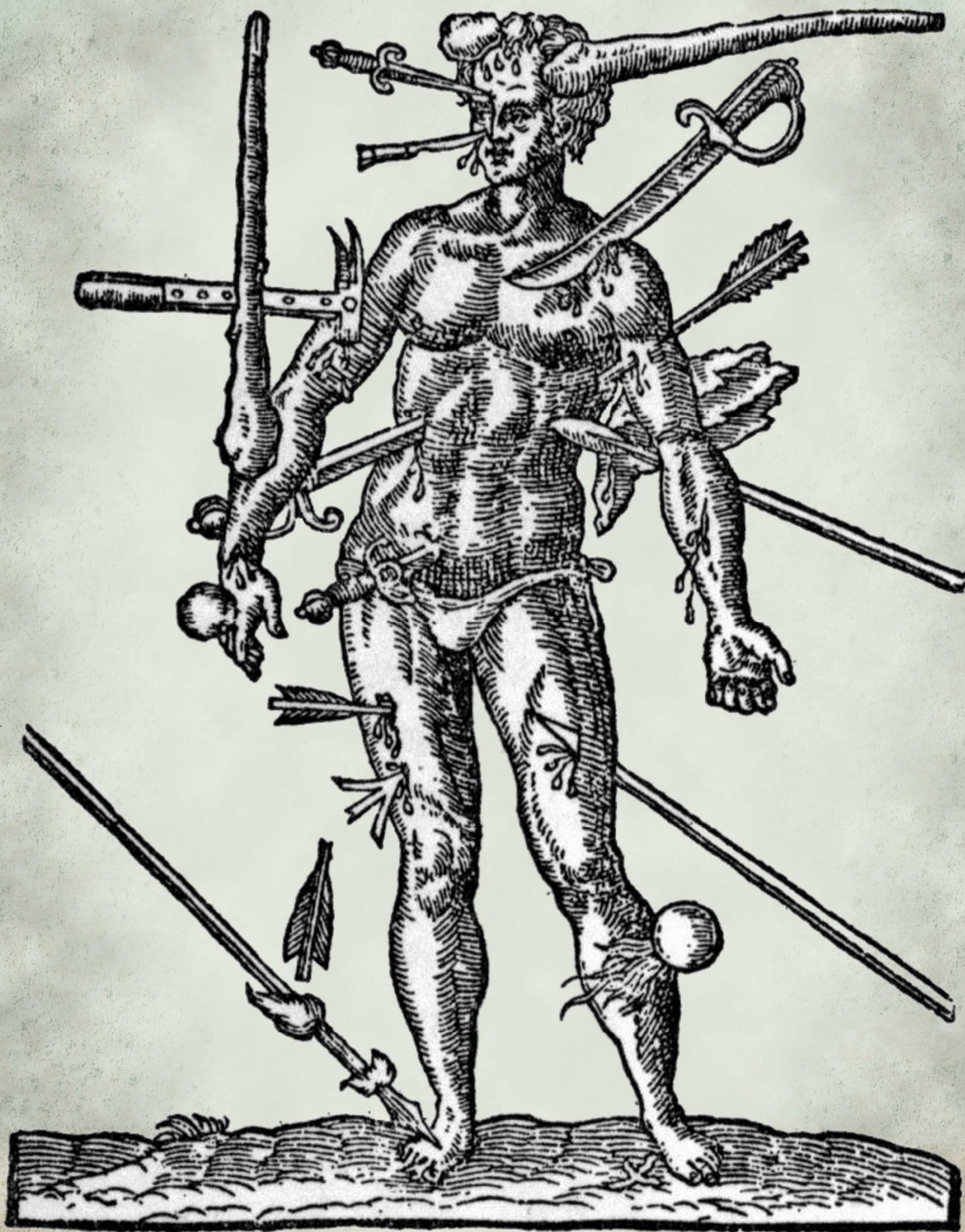
Critical Hit & Miss Rules for D&D 5e

V 2.0.0



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INTRODUCTION

These rules are an **EXTENSION** to the RAW rules for critical hits in the PHB, not a replacement to them. They are designed to add flavour to the combat in the game, and to enable the Players and the GM to tell and add to the stories by describing the effect and what it looks like. This also adds real danger to the player characters, a level of realism and some excitement to the game.

For storytelling, this enables the Player(s) and the GM to have a starting point to begin the tale, but only do what makes you all comfortable, don't try and force it, just have fun with it.



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Foreword

This system is a mechanical system to allow narrative flow, it is not a fully detailed and defined results system.

In Tir Avalon, the house rules include a few rules including a hit location system. Any GMs taking this system on does not need to as I have included a basic version in this as is. However, if you DO want the full ruleset, please go to <http://www.warbearprime.com> for downloads. Including any current rule downloads.

Another set of house rules is the removal of the advantage and disadvantage rules. Instead, advantage is a +4 to a roll, and disadvantage is a -4. Where you see those references for effects from a critical, and do use advantage / disadvantage: just reverse it back if you want / need to.

With this system, the GM is responsible for determining the story around the result, determine the location, and the type of damage done, and then it becomes a process of as much story as you want.

If a damage type (say an arrow) to a hip would be enough to destroy the hip. Where a slashing attack would sever the limb, then describe it in another way, say the arrow goes through the joint, severing tendons, and sinews, leaving it as a useless hunk of meat off the hip.

With that in mind, I hope you enjoy the chaos.

-WarbearPrime

-May 2022

THE EXTENDED CRIT

When rolling for attack rolls, or any roll that can critically succeed or fail, a naturally rolled 20 or 1 on the face of the die, generates a critical hit (or miss). This means you automatically strike (or not), and roll double the amount of dice, and add modifiers in damage. *This does not change from RAW!*

What happens as well, is the character that rolled now has a potential extended critical result. The attacker rolls an attack roll again; if that second roll succeeds in hitting the target again, be it a natural 20 or not, the crit becomes an *EXTENDED* critical hit.

If the *EXTENDED* critical hit check fails, then just the normal rules as per the PHB are applied. If it succeeds, the base occurs and then something more happens as per the following.

See the **FAIL RESULTS** section for information on handling critical fail rolls.

Another thing as optional for other games, is to remove the RAW system from the game, and replace it with this on its own. That was how this system WAS run for a long time, as a replacement, or in older versions just as the rules for critical hits. It works well that way.

Hit Location and Called Shots

If the attacker is just attacking normally, then Roll on the "*General Results Table*" below to see where the target is struck. Then go to each table and see the actual result.

If you, however, are using a called shot system, or allow for that then if a critical strike is on a specific area, or your narrative would run better if it struck somewhere and just want a random result, then instead select the location being struck, and then roll just the result from there, and ignore the "*General Results Table*" completely.

Effects and Recovery from Critical Hits

- Each target of the critical result is subject to a **level of exhaustion for every critical** they receive.
 - *Severe* effects generate 2 levels of exhaustion
 - *Extreme* effects generate 3 levels of exhaustion
- **Moderate** effects can be healed with a Cure Wounds using a 3rd level spell slot.
- **Severe** effects can be reversed with a Heal spell.
- **Extreme** effects from Heal spell cast by a high level (12+) "*Life*" cleric.
- **Instant Death**: At the end of the current turn, the character dies.

NOTE: Anything that says it is "**permanent**", or the **Instant Death** effect, can only be healed with a Wish spell, or similar.

Status': Bleeding I & II

Some of the results below note the Bleeding I or Bleeding II status effects. Both effects can be removed with a Cure Wounds spell that does not recover hit points, only cures the bleeding.

Bleeding I

Target has been cut, and each turn thereafter they take the raw weapon damage rolled again at the end of each of their next turns until treated.

Bleeding II

Target has been cut badly, and each turn thereafter they take the rolled weapon damage and stat bonus rolled again at the end of each of their next turns until treated.

Example: Target has Bleeding I status effect. They were struck with a long sword, and the attacker rolled 5 damage, and has a +3 STR modifier. Each turn until healed, they take 5 points of damage.

Same target, however, with the Bleeding II effect, would be taking the 5 damage, and the +3 STR modifier for 8 damage round at the end of the target's turn, until healed.

THE CRITICAL HIT TABLES

General Results Table

1. ROLL CRITICAL DAMAGE AS PER THE PHB
2. ROLL FOLLOWING (or skip to specific area as per above)

ROLL	RESULT
1-35	Roll on the DOUBLE that damage.
36-50	Roll on the TRIPLE that damage.
51-56	Roll on the ARM table for the weapon damage type.
57-62	Roll on the WRIST / HAND table for the weapon damage type.
63-66	Roll on the CHEST / BACK table for the weapon damage type.
67-74	Roll on the ABDOMEN / WAIST table for the weapon damage type.
75-80	Roll on the LEG table for the weapon damage type.
81-86	Roll on the ANKLE / FOOT table for the weapon damage type.
87-94	Roll on the NECK / HEAD table for the weapon damage type.
95-100	Roll on the EARS / EYES table for the weapon damage type.



Arm Results

Slashing

ROLL	RESULT	EFFECT
1	Elbow struck, moderate damage.	-2 to any action using this arm.
2	Elbow struck; severe damage	-4 to any action using this arm. Carrying capacity halved.
3	Elbow struck; extreme damage	Arm severed at elbow. Bleeding I.
4	Shoulder struck, moderate damage.	-2 to any action using this arm.
5	Shoulder struck; severe damage	-4 to any action using this arm. Carrying capacity halved.
6	Shoulder struck; extreme damage	Arm severed at Shoulder. Bleeding I.



Piercing

ROLL	RESULT	EFFECT
1	Elbow struck, moderate damage.	-2 to any action using this arm.
2	Elbow struck; severe damage	-4 to any action using this arm, Elbow / Forearm pierced. Carrying capacity halved.
3	Elbow struck; extreme damage	Elbow / Forearm pierced through and through, arm useless permanently.
4	Shoulder struck, moderate damage.	-2 to any action using this arm.
5	Shoulder struck; severe damage	-4 to any action using this arm totally useless from Shoulder. Carrying capacity halved.
6	Shoulder struck; extreme damage	Shoulder joint struck through and through. Arm permanently useless.

Bludgeoning

ROLL	RESULT	EFFECT
1	Elbow struck, moderate damage.	-2 to any action using this arm.
2	Elbow struck; severe damage	-4 to any action using this arm, Elbow / Forearm broken. Carrying capacity halved.
3	Elbow struck; extreme damage	Elbow / Forearm shattered; arm useless permanently.
4	Shoulder struck, moderate damage.	-2 to any action using this arm.
5	Shoulder struck; severe damage	-4 to any action using this arm, Shoulder broken. Carrying capacity halved.
6	Shoulder struck; extreme damage	Shoulder shattered; arm useless permanently.

Wrist / Hand Results

Slashing

ROLL	RESULT	EFFECT
1	Wrist struck, moderate damage.	-2 to any action using this hand.
2	Wrist struck; severe damage	-4 to any action using this hand. Carrying capacity halved.
3	Wrist struck; extreme damage	Hand severed at wrist. Bleeding I. Carrying capacity halved permanently.
4	Fingers struck, moderate damage.	-2 to any action using this hand.
5	Fingers struck; severe damage	-4 to any action using this hand. Carrying capacity halved.
6	Fingers struck; extreme damage	1d4 fingers severed. Carrying capacity halved permanently.

Piercing

ROLL	RESULT	EFFECT
1	Wrist struck, moderate damage.	-2 to any action using this hand.
2	Wrist struck; severe damage	-4 to any action using this hand. Carrying capacity halved.
3	Wrist struck; extreme damage	Hand pierced through wrist. Bleeding I.
4	Fingers struck, moderate damage.	-2 to any action using this hand.
5	Fingers struck; severe damage	-4 to any action using this hand. Carrying capacity halved.
6	Fingers struck; extreme damage	1d3 fingers stabbed together, through and through. Carrying capacity halved permanently.

Bludgeoning

ROLL	RESULT	EFFECT
1	Wrist struck, moderate damage.	-2 to any action using this hand.
2	Wrist struck; severe damage	-4 to any action using this hand. Carrying capacity halved.
3	Wrist struck; extreme damage	Wrist smashed and broken; hand useless permanently.
4	Fingers struck, moderate damage.	-2 to any action using this hand.
5	Fingers struck; severe damage	-4 to any action using this hand. Carrying capacity halved.
6	Fingers struck; extreme damage	1d4 fingers smashed and broken, fingers useless permanently. -4 to DEX or STR checks using fingers. Carrying capacity halved permanently.



Chest / Back Results

Slashing / Piercing / Bludgeoning

ROLL	RESULT	EFFECT
1	Chest / Back struck, moderate damage.	-2 to any action, carrying capacity halved.
2	Chest / Back struck; severe damage	-4 to any action, death in 1d4 days. Permanently lose 1 HD (rolled) of HP.
3	Chest / Back struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Permanently lose 2 HD (rolled) of HP.
4	Chest / Back struck; terminal damage	Instant Death



Abdomen / Waist Results

Slashing

ROLL	RESULT	EFFECT
1	Abdomen struck, moderate damage.	-2 to any action, carrying capacity halved.
2	Abdomen struck; severe damage	-4 to any action, death in 1d4 days. Carrying capacity 10% max.
3	Abdomen struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Carrying capacity 10% max. Carrying capacity halved permanently.
4	Abdomen struck; terminal damage	Instant Death
5	Waist struck, moderate damage.	-2 to any action, carrying capacity halved.
6	Waist struck; severe damage	-4 to any action, death in 1d4 days. Carrying capacity 10% max.
7	Waist struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Carrying capacity 10% max. Carrying capacity halved permanently.
8	Waist struck; terminal damage	Instant Death

Piercing

ROLL	RESULT	EFFECT
1	Abdomen struck, moderate damage.	-2 to any action, carrying capacity halved.
2	Abdomen struck; severe damage	-4 to any action, death in 1d4 days. Carrying capacity halved.
3	Abdomen struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Carrying capacity halved permanently.
4	Abdomen struck; terminal damage	Instant Death
5	Waist struck, moderate damage.	-2 to any action, carrying capacity halved.
6	Waist struck; severe damage	-4 to any action, death in 1d4 days. Carrying capacity halved.
7	Waist struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Carrying capacity halved permanently.
8	Waist struck; terminal damage	Instant Death

Bludgeoning

ROLL	RESULT	EFFECT
1	Abdomen struck, moderate damage.	-2 to any action, carrying capacity halved.
2	Abdomen struck; severe damage	-4 to any action, death in 1d4 days. Carrying capacity halved.
3	Abdomen struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Carrying capacity halved permanently.
4	Abdomen struck; terminal damage	Instant Death
5	Waist struck, moderate damage.	-2 to any action, carrying capacity halved.
6	Waist struck; severe damage	-4 to any action, death in 1d4 days. Carrying capacity halved.
7	Waist struck; extreme damage	-4 to any action, death in 2d8 x 10 minutes. Carrying capacity halved permanently.
8	Waist struck; terminal damage	Instant Death

Leg Results

Slashing

ROLL	RESULT	EFFECT
1	Hip struck, moderate damage.	-10 to movement carrying capacity halved.
2	Hip struck; severe damage	Hip useless. -20 to movement. Carrying capacity halved. Bleeding I.
3	Hip struck; extreme damage	Hip severed at hip. No movement. Bleeding II. Permanent 5' speed reduction.
4	Knee struck, moderate damage.	-10 to movement carrying capacity halved.
5	Knee struck; severe damage	Knee useless. -20 to movement. Carrying capacity halved. Bleeding I.
6	Knee struck; extreme damage	Knee severed at knee. No movement. Bleeding II. Permanent 5' speed reduction.

Piercing

ROLL	RESULT	EFFECT
1	Hip struck, moderate damage.	-10 to movement.
2	Hip struck; severe damage	Hip useless. -20 to movement. Carrying capacity halved.
3	Hip struck; extreme damage	Hip impaled at hip. Bleeding I. No movement. Permanent 5' speed reduction.
4	Knee struck, moderate damage.	-10 to movement carrying capacity halved.
5	Knee struck; severe damage	Knee useless. -20 to movement. Carrying capacity halved.
6	Knee struck; extreme damage	Knee impaled at knee. No movement. Bleeding I. Permanent 5' speed reduction, a slight limp and a story to tell.



Bludgeoning

ROLL	RESULT	EFFECT
1	Hip struck, moderate damage.	-10 to movement carrying capacity halved.
2	Hip struck; severe damage	Hip useless. -20 to movement. Carrying capacity halved.
3	Hip struck; extreme damage	Hip severed at hip. No movement. Bleeding I. Permanent 5' speed reduction.
4	Knee struck, moderate damage.	-10 to movement carrying capacity halved.
5	Knee struck; severe damage	Knee useless. -20 to movement. Carrying capacity halved.
6	Knee struck; extreme damage	Knee severed at knee. No movement. Bleeding I. Permanent 5' speed reduction.

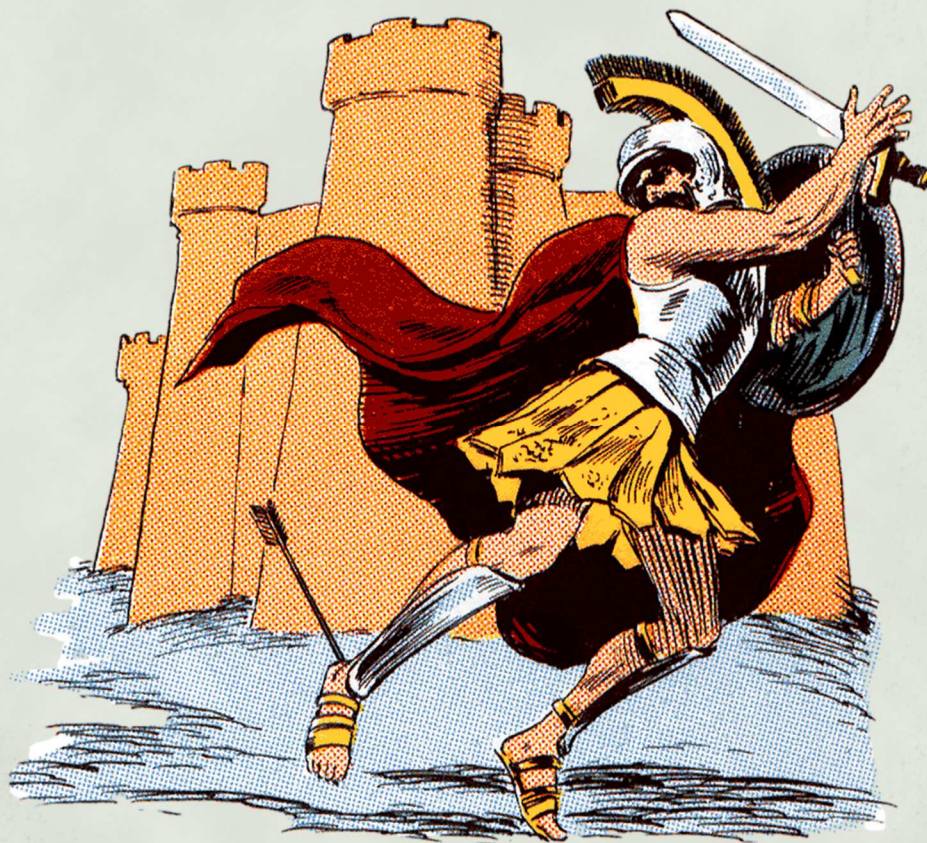
Ankle / Foot Results

Slashing

ROLL	RESULT	EFFECT
1	Ankle struck, moderate damage.	-10 to movement carrying capacity halved.
2	Ankle struck; severe damage	Ankle useless. -20 to movement. Carrying capacity halved.
3	Ankle struck; extreme damage	Foot severed at ankle. No movement. Bleeding I. Permanent 5' speed reduction.
4	Foot struck, moderate damage.	-10 to movement carrying capacity halved.
5	Foot struck; severe damage	Foot useless. -20 to movement. Carrying capacity halved.
6	Foot struck; extreme damage	1d4+1 toes are severed. No movement. Bleeding I. Permanent 5' speed reduction when climbing and using <i>Athletics</i> .

Piercing

ROLL	RESULT	EFFECT
1	Ankle struck, moderate damage.	-10 to movement carrying capacity halved.
2	Ankle struck; severe damage	Ankle useless. -20 to movement. Carrying capacity halved.
3	Ankle struck; extreme damage	Ankle pierced through. No movement. Permanent 5' speed reduction.
4	Foot struck, moderate damage.	-10 to movement carrying capacity halved.
5	Foot struck; severe damage	Foot useless. -20 to movement. Carrying capacity halved.
6	Foot struck; extreme damage	Foot pinned to surface. No movement. Bleeding I. Permanent 5' speed reduction when climbing and using <i>Athletics</i> .



Bludgeoning

ROLL	RESULT	EFFECT
1	Ankle struck, moderate damage.	-10 to movement carrying capacity halved.
2	Ankle struck; severe damage	Ankle broken. -20 to movement. Carrying capacity halved.
3	Ankle struck; extreme damage	Ankle shattered. No movement. Permanent 5' speed reduction.
4	Foot struck, moderate damage.	-10 to movement carrying capacity halved.
5	Foot struck; severe damage	Foot broken. -20 to movement. Carrying capacity halved.
6	Foot struck; extreme damage	Foot shattered. No movement. Permanent 5' speed reduction.

Neck / Head Results

Slashing

ROLL	RESULT	EFFECT
1	Neck struck, moderate damage. *	Throat slashed. No talking.
2	Neck struck; severe damage	Throat cut. Voice damaged permanently ¹ . Bleeding I.
3	Neck struck; extreme damage	Throat cut. Lose voice permanently. Bleeding II.
2	Neck struck; terminal damage	Instant Death.
3	Head struck, moderate damage. *	-1 to INT & WIS temporarily. No actions till the end of the character's next turn.
4	Head struck; severe damage	-1 to INT & WIS permanently. Lost this and next turn. Bleeding I.
5	Head struck; extreme damage	-2 to INT & WIS permanently. Stunned 1d6+1 turns. Bleeding I.
6	Head struck; terminal damage	Instant Death.



Piercing

ROLL	RESULT	EFFECT
1	Neck struck, moderate damage. *	Throat pierced. No talking.
2	Neck struck; severe damage	Throat pierced. Voice damaged permanently ² .
3	Neck struck; extreme damage	Throat cut. Lose voice permanently. Bleeding I.
2	Neck struck; terminal damage	Instant Death.
3	Head struck, moderate damage. *	-2 to INT & WIS temporarily. No actions till the end of the character's next turn.
4	Head struck; severe damage	-2 to INT & WIS permanently. Lost this and next turn. Bleeding I.
5	Head struck; extreme damage	-2 to INT & WIS permanently. Stunned 1d6+1 turns. Bleeding I.
6	Head struck; terminal damage	Instant Death.

Bludgeoning

ROLL	RESULT	EFFECT
1	Neck struck, moderate damage. *	Throat bruised. No talking.
2	Neck struck; severe damage	Throat bashed. Voice damaged permanently ³ .
3	Neck struck; extreme damage	Throat crushed. Lose voice permanently.
2	Neck struck; terminal damage	Instant Death.
3	Head struck, moderate damage. *	-1d2 to INT & WIS temporarily. No actions till the end of the character's next turn.
4	Head struck; severe damage	-1d3 to INT & WIS permanently. Lost this and next turn. Bleeding I.
5	Head struck; extreme damage	-1d4 to INT & WIS permanently. Stunned 1d6+1 turns. Bleeding I.
6	Head struck; terminal damage	Instant Death.

¹ When casting spells, the affected character will need to roll a concentration DC12 check.

² When casting spells, the affected character will need to roll a concentration DC12 check.

³ When casting spells, the affected character will need to roll a concentration DC14 check.

Ears / Eyes Results

Slashing

ROLL	RESULT	EFFECT
1	Ear struck, moderate damage. *	Ear partly removed. -2 hearing-based perception checks.
2	Ear struck; severe damage	Ear fully removed. Permanent -2 hearing-based perception checks.
3	Ear struck; extreme damage	Ear removed and damage to opening. Deaf on struck side. Permanent -5 hearing-based perception checks.
4	Eye struck, moderate damage. *	Eye damaged, -2 perception for sight. -2 to ranged attacks.
5	Eye struck; severe damage	Eye damaged, -2 perception for sight. -4 to ranged attacks.
6	Eye struck; extreme damage	Eye removed, -2 perception for sight permanent.

Piercing

ROLL	RESULT	EFFECT
1	Ear struck, moderate damage. *	Ear torn. -2 hearing-based perception checks.
2	Ear struck; severe damage	Ear destroyed. Permanent -2 hearing-based perception checks.
3	Ear struck; extreme damage	Ear destroyed and damage to opening. Deaf on struck side. Permanent -5 hearing-based perception checks.
2	Ear struck; terminal damage	Instant Death.
3	Eye struck, moderate damage. *	Eye scratched. -2 sight-based perception checks. -2 to ranged attack.
4	Eye struck; severe damage	Eye permanently marked. Permanent -2 sight-based perception checks. -2 to ranged attack.
5	Eye struck; extreme damage	Eye destroyed. Permanent -4 sight-based perception checks. -4 to ranged attack.
6	Eye struck; terminal damage	Instant Death.

Bludgeoning

NOTES:

Bludgeoning damage to the ear and eye is limited when dealt by weapons, due to the nature of the area, and the flow on effect of damage. For example, if a head was struck with a fist, the damage would be limited to the ear. However, if the area was struck by a mace head at speed, then the inside of the head is going to take the damage instead.

When using a bludgeoning **melee or ranged weapon**, and a result is rolled on this table; ignore the result and go to the **Neck / Head Results Table** instead and re-roll. When using **hands** as the weapon, roll below as normal.

- Result 5, "Eye struck; severe damage" result if the result is dislocation means: the eye is working, but damaged and has come out of the socket but is still attached. The eye can be put back in with a successful medicine check at DC16 or a Cure Wounds spell, and if successful, allows sight to be restored to normal after a long rest after the combat.

ROLL	RESULT	EFFECT
1	Ear struck, moderate damage. *	Ear smashed. -2 hearing-based perception checks.
2	Ear struck; severe damage	Ear deformed. Permanent -2 hearing-based perception checks.
3	Ear struck; extreme damage	Ear torn and removed and damage to ear drum. Deaf on struck side. Permanent -5 hearing-based perception checks.
4	Eye struck, moderate damage. *	Eye bruised. -2 perception for sight. -2 to ranged attacks.
5	Eye struck; severe damage	Eye closed / dislocated. -5 perception for sight. -4 to ranged attacks.
6	Eye struck; extreme damage	Eye removed. Permanent -2 perception for sight permanent. -4 to ranged attacks.

FAIL RESULTS

ROLL	RESULT	EFFECT	SAVE DC
2-4	Stumble / off balance	Lose DEX for AC & Attack rolls till end of Turn.	13
5-8	Trip / slip	Prone.	13
9-11	Twist ankle / knee	Movement reduced by 15'.	14
12-13	Entangle weapon / shield	Action required to untangle weapon.	14
14	Distracted	Next attack against character is at +4.	14 ⁴
15-27	Drop Weapon	Weapon travels in random direction 1d10' in a random direction.	14
28-34	Damage weapon / shield	Weapon takes 1d4-1 damage to its hardness. Useless until fixed.	See below.
35	Break weapon	Chance weapon is broken.	See below.
36	Strike self (half damage)	Roll attack roll and damage, if hit, damage is rolled and halved. Roll critical results normally.	See below.
37	Strike self (full damage)	Roll attack roll and damage. Roll critical results normally.	See below.
38	Strike ally (half damage)	Roll attack roll and damage, if hit, damage is rolled and halved. Roll critical results normally.	See below.
39	Strike ally (full damage)	Roll attack roll and damage. Roll critical results normally.	See below.
40	Roll twice on this table	Roll twice, ignoring duplicate results.	-

WEAPON BREAKING

When this result is rolled the following is the chance of any type of weapon, based on the construction of the weapon / shield in question. Roll on the table, if you roll under the value, the weapon breaks in some fashion.

In the end, some sort of catastrophic failure has occurred in the item, and it needs repair or replacement before use again. Sometimes it may also cause other issues, like armour hanging in the way, this is up to the GM...

ROLL	RESULT	ITEM BREAK CHANCE
-	Average quality items	45%
-	Below average quality items	60%
-	Masterwork quality items	35%
-	Dwarven / Elven made items	25%
-	Fire Genasi made items	20%
-	Magical weapons	5%

STRIKE SELF / ALLY

If you strike yourself, and a critical is the result, a roll of 1 is ignored, and the natural 20 is handled as normal. So it is possible to manage to cut your own hand off.

Striking an ally can only occur IF there is an ally within melee range for melee range, or within melee range of the target of the attack. So shooting an arrow into combat, and hitting an ally instead of the target.



⁴ This save is a PERCEPTION check, not a DEX save.